

BBOY 25915

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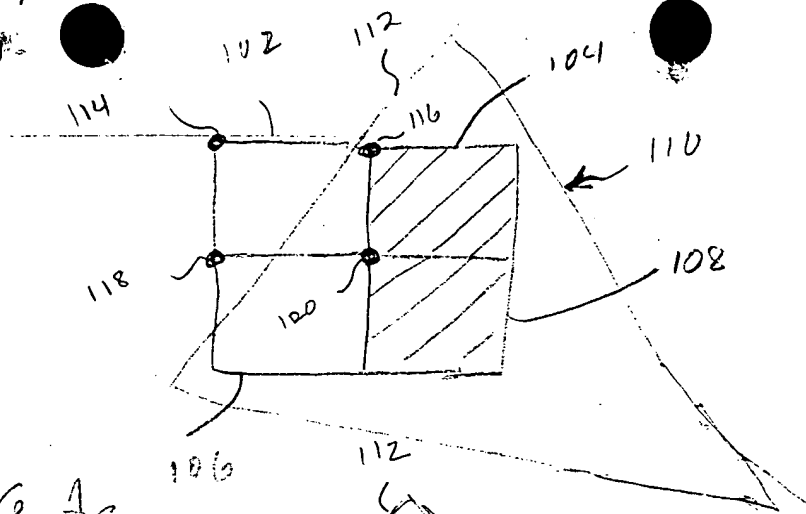


FIG 1a

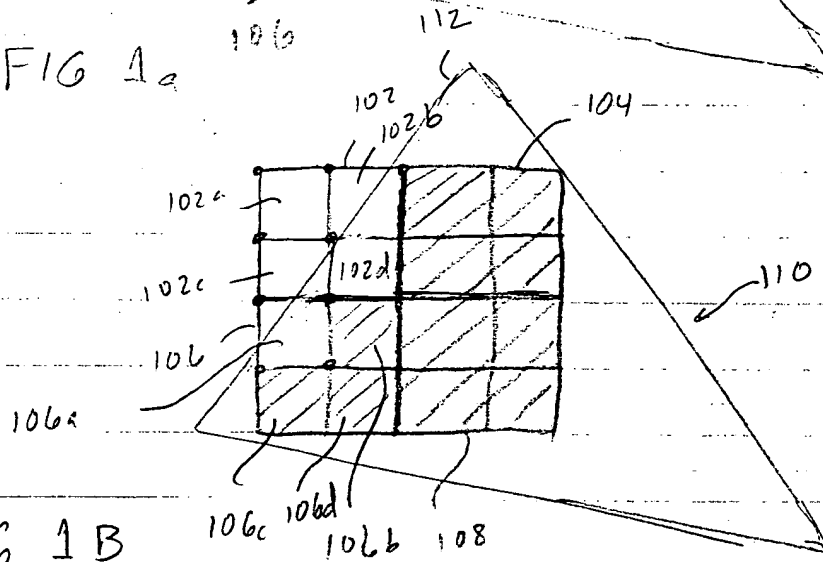
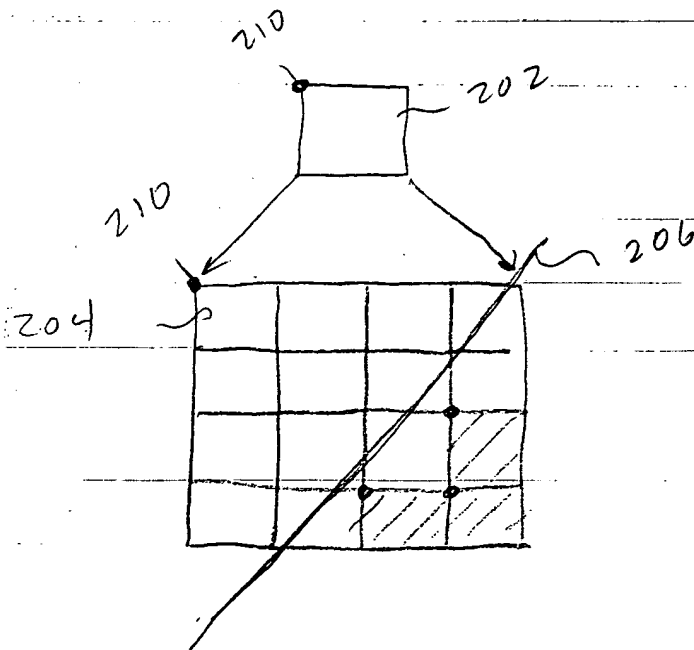


FIG 1B

PRIOR ART

PRIOR ART

FIG 2



PRIOR ART

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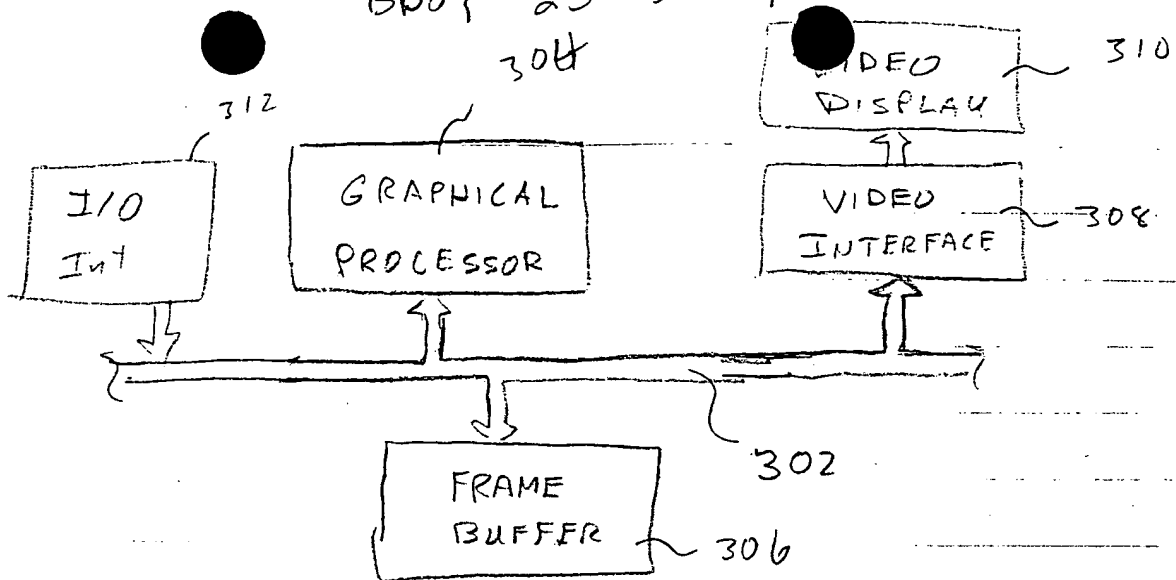


FIG 3

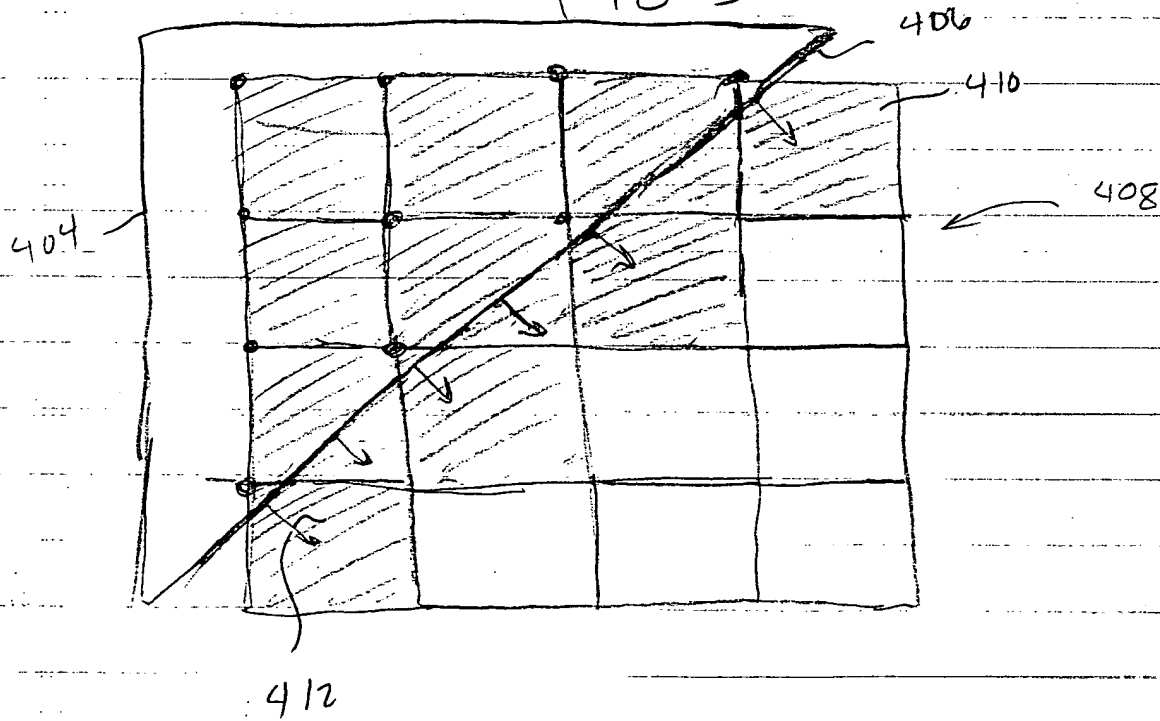
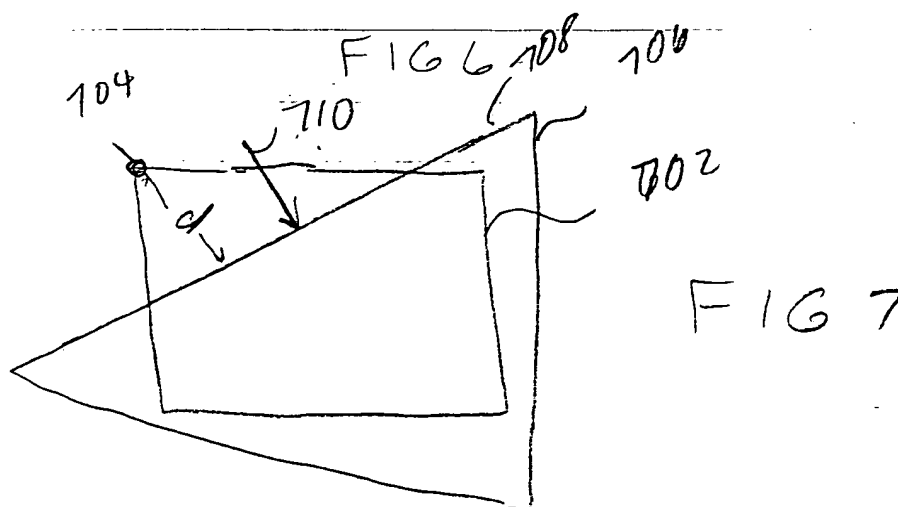
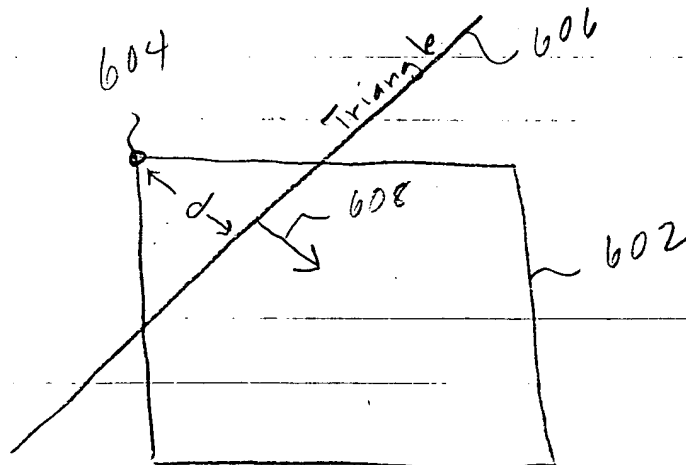
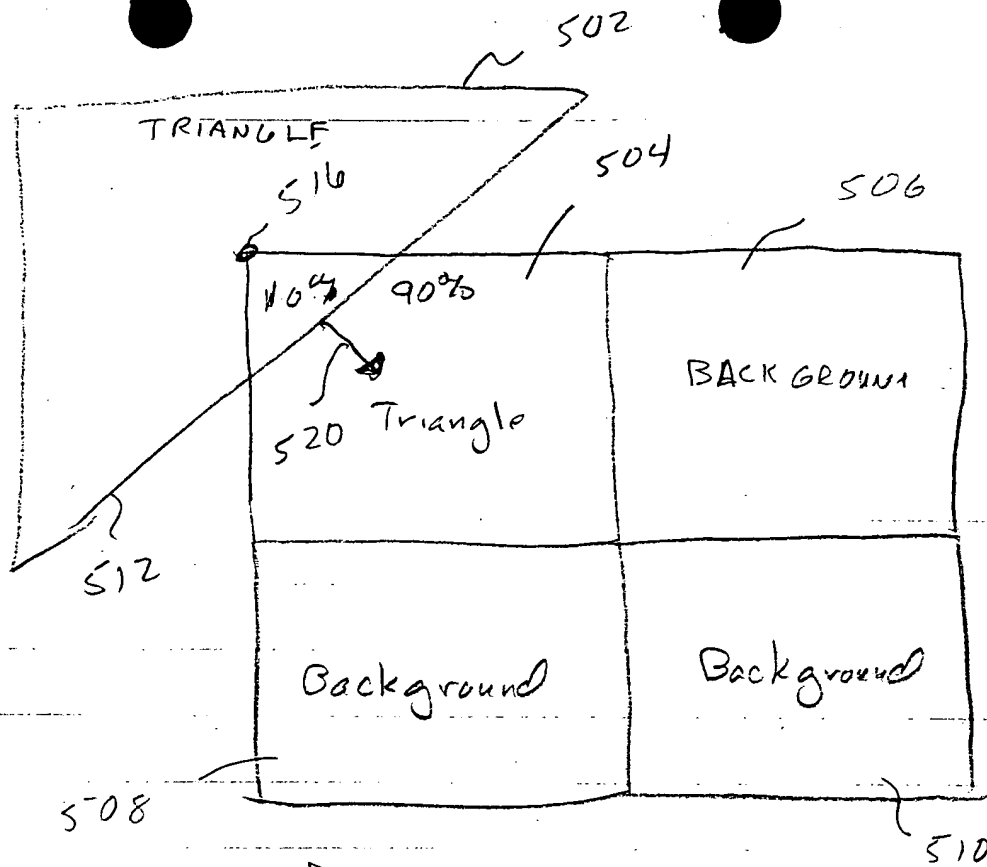


FIG 4



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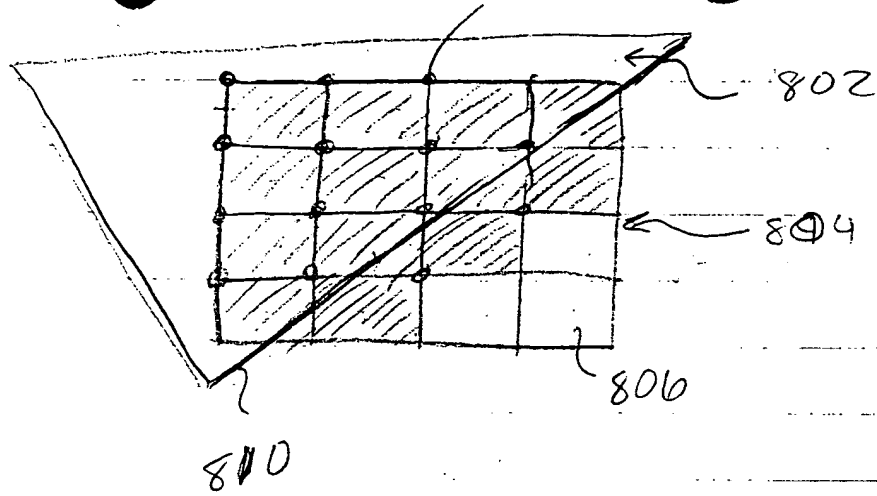


FIG 8

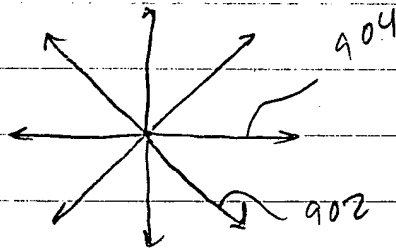


FIG 9

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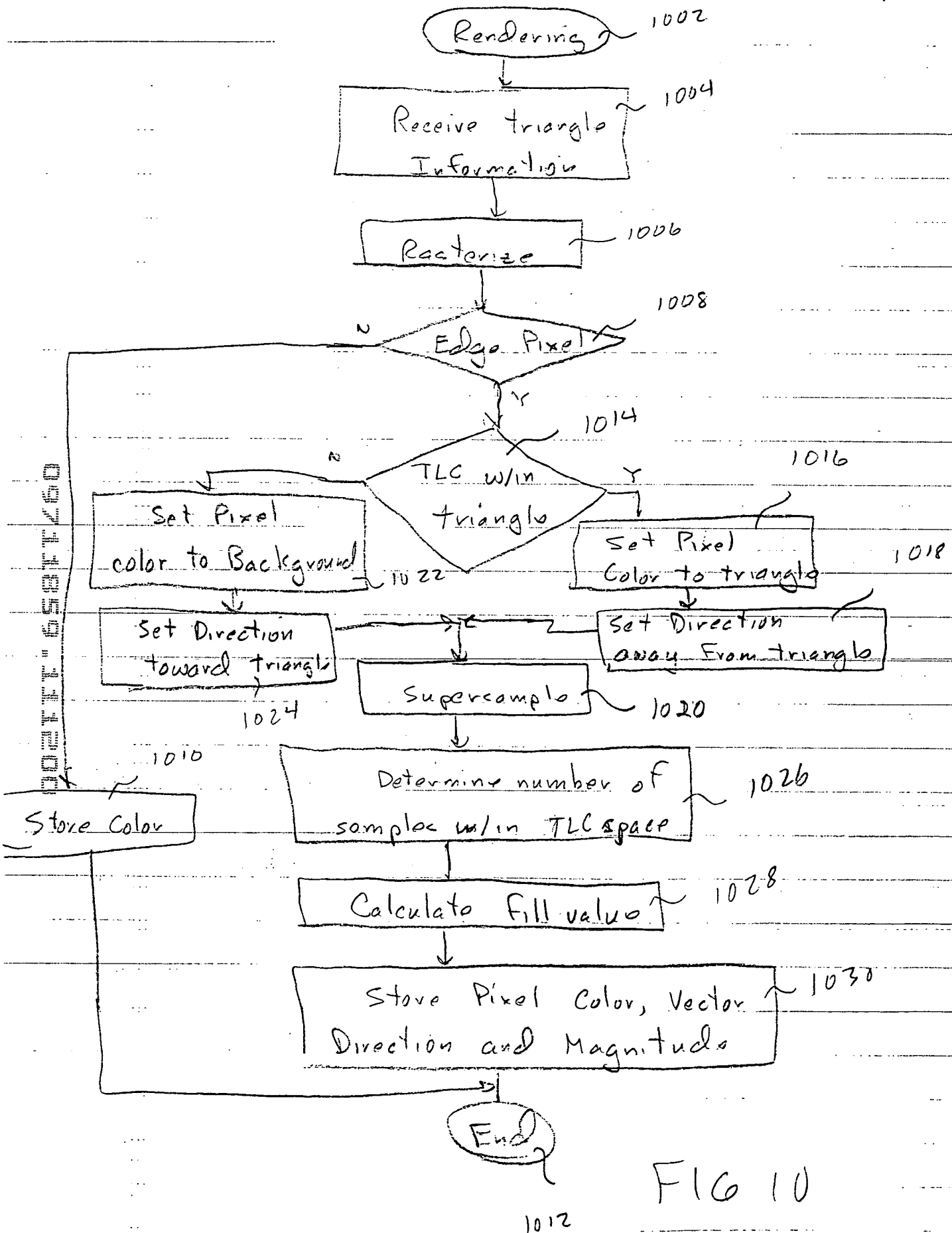


FIG 10

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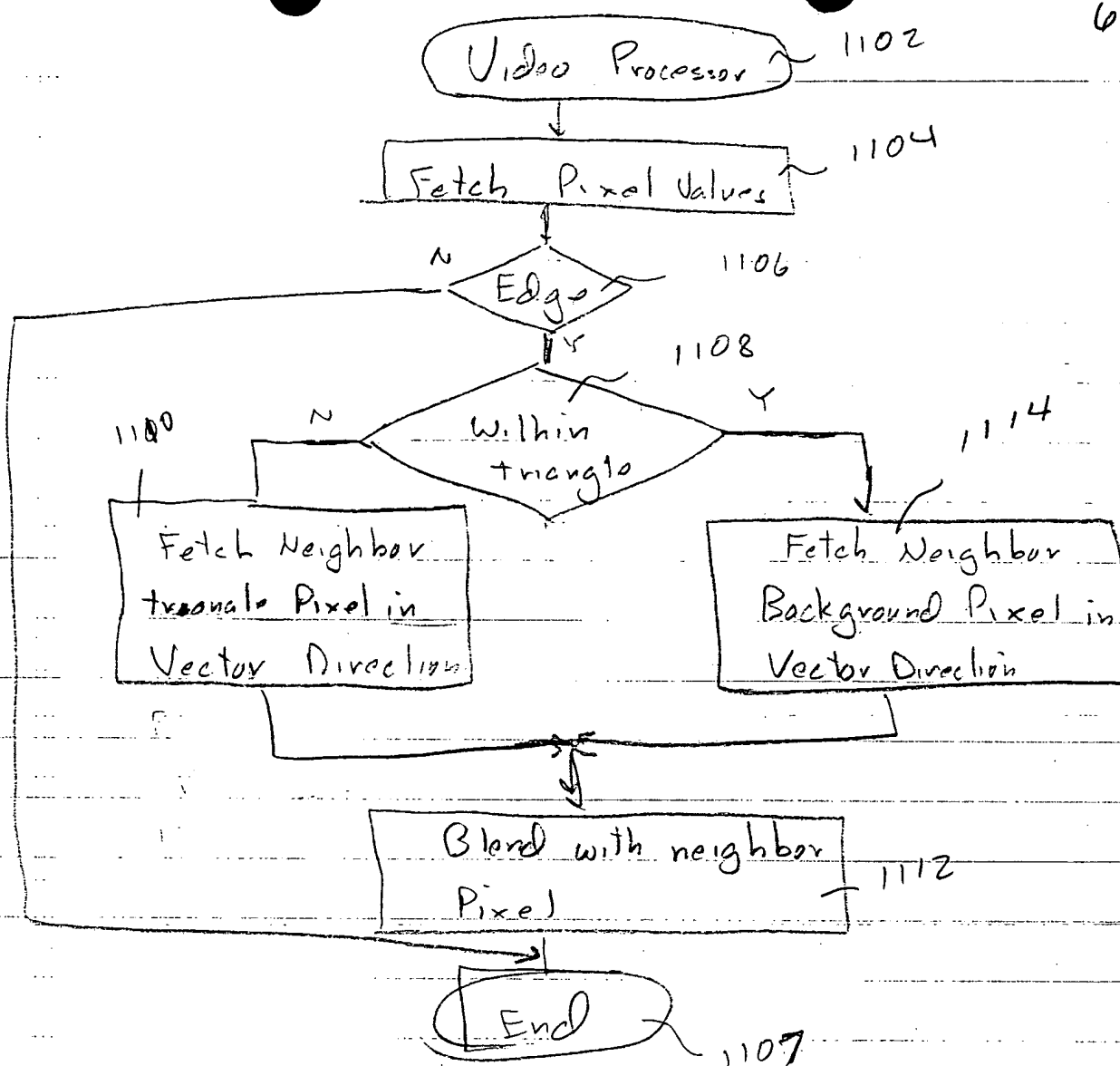


FIG 11

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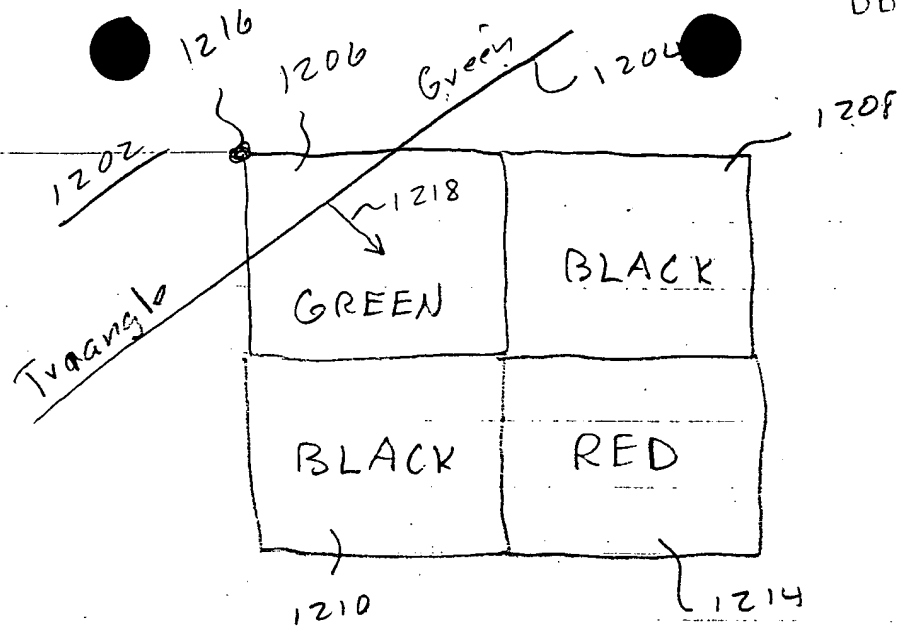


FIG 12

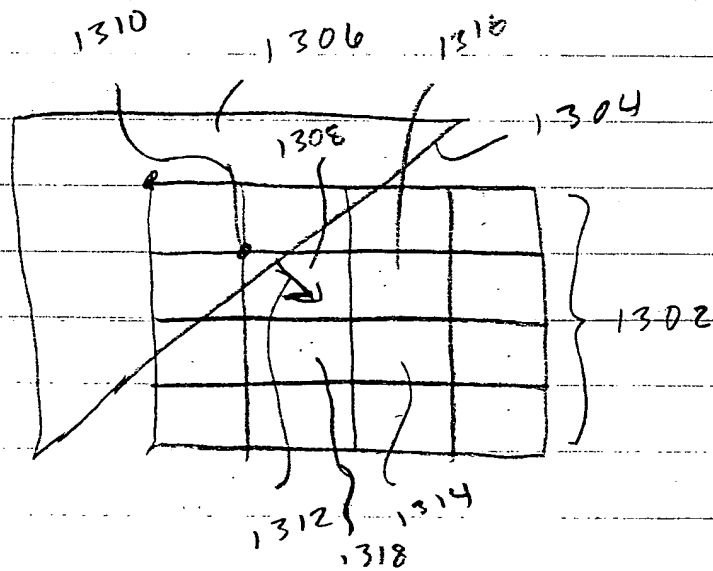


FIG 13

Pixel Color	Direction	Fill or Mag
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FIG 14

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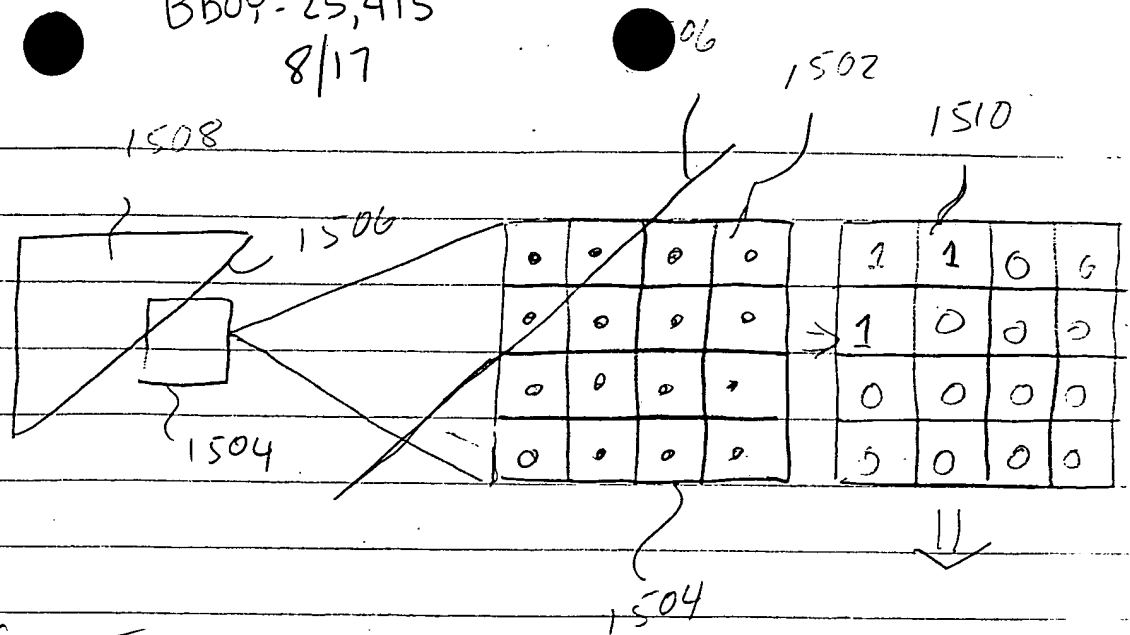


FIG 15

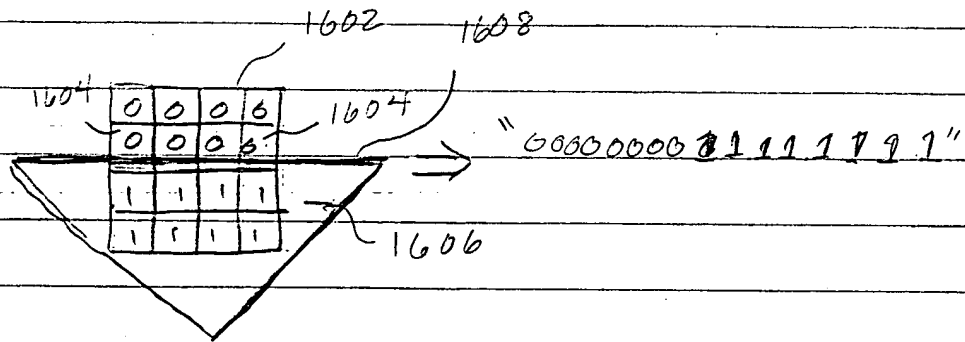


FIG 16

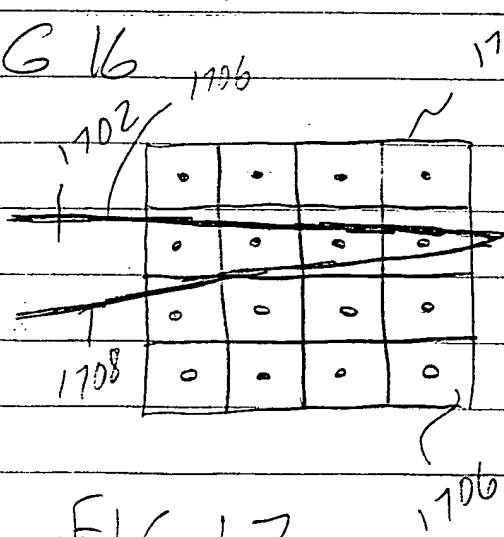


FIG 17

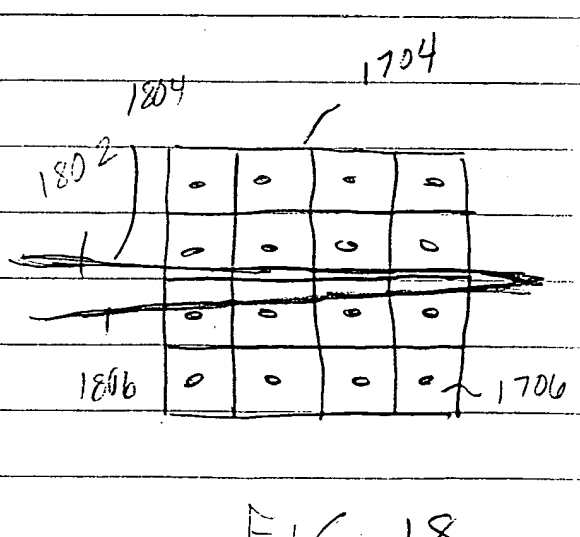


FIG 18

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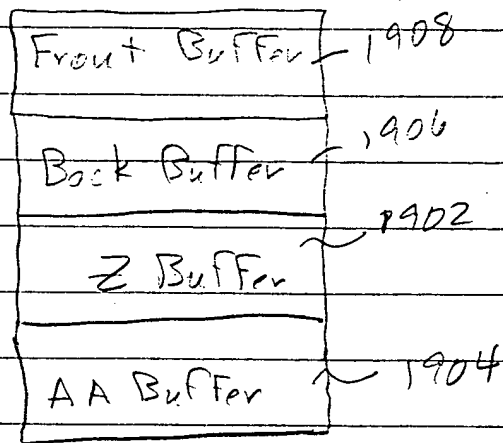


FIG 19

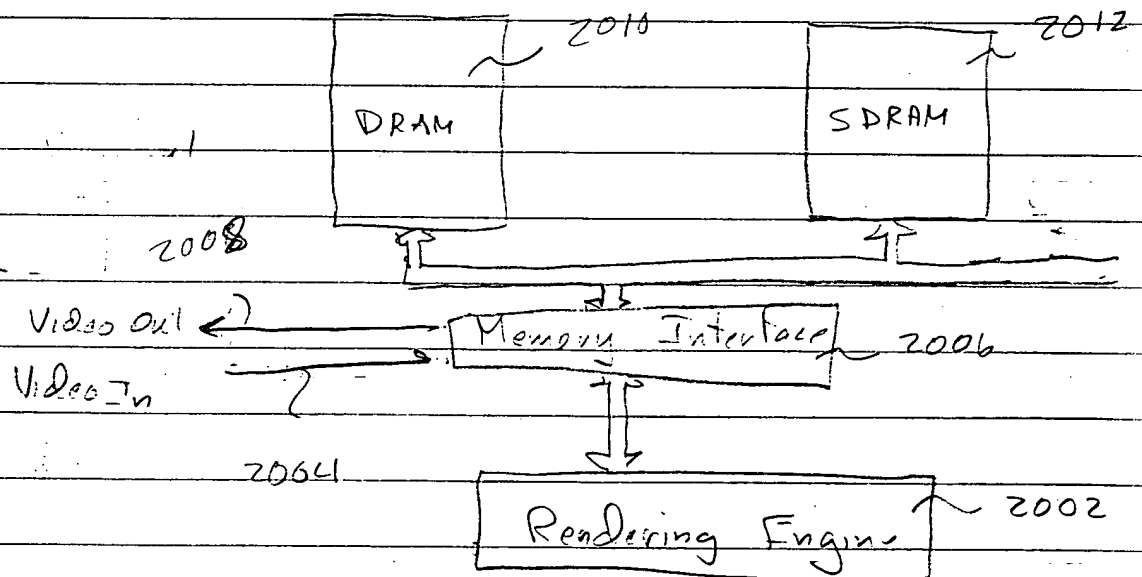
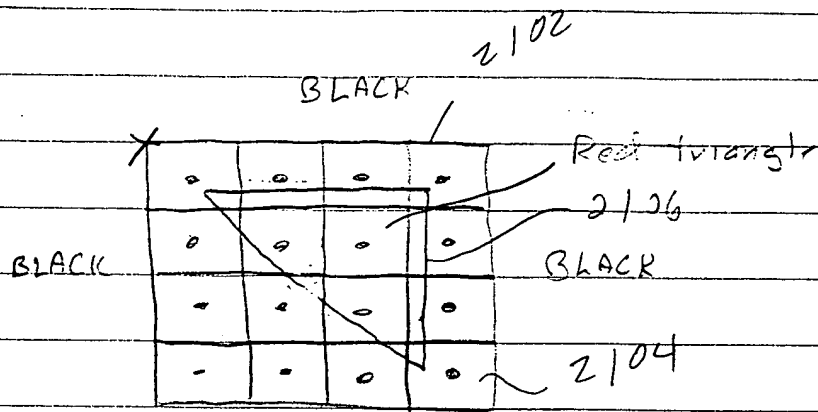


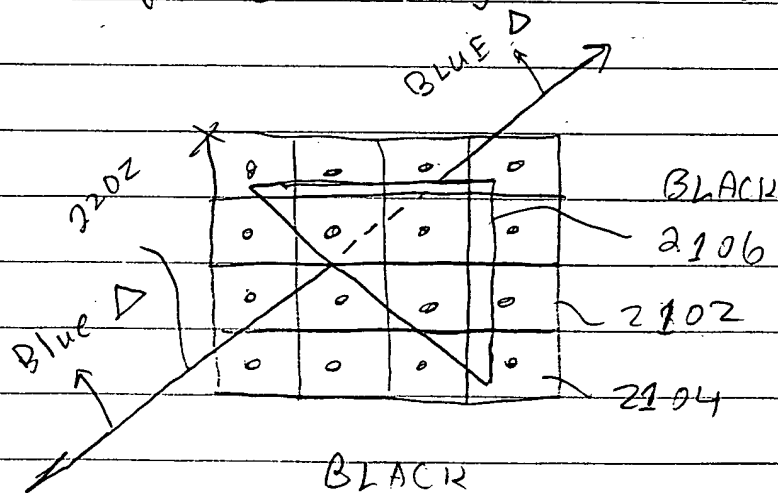
FIG 20

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Mask = 0000011000100000 (16 bit) Red Δ

FIG 21 Z_p Depth of Background (32 bit)
 Z_s Depth of triangle (16 bit)



Mask = 0000011000100000 (16 bit) (Red Δ)

Z_p = Depth of Blue triangle (32 bit)

Z_s = Depth of Red triangle (16 bit)

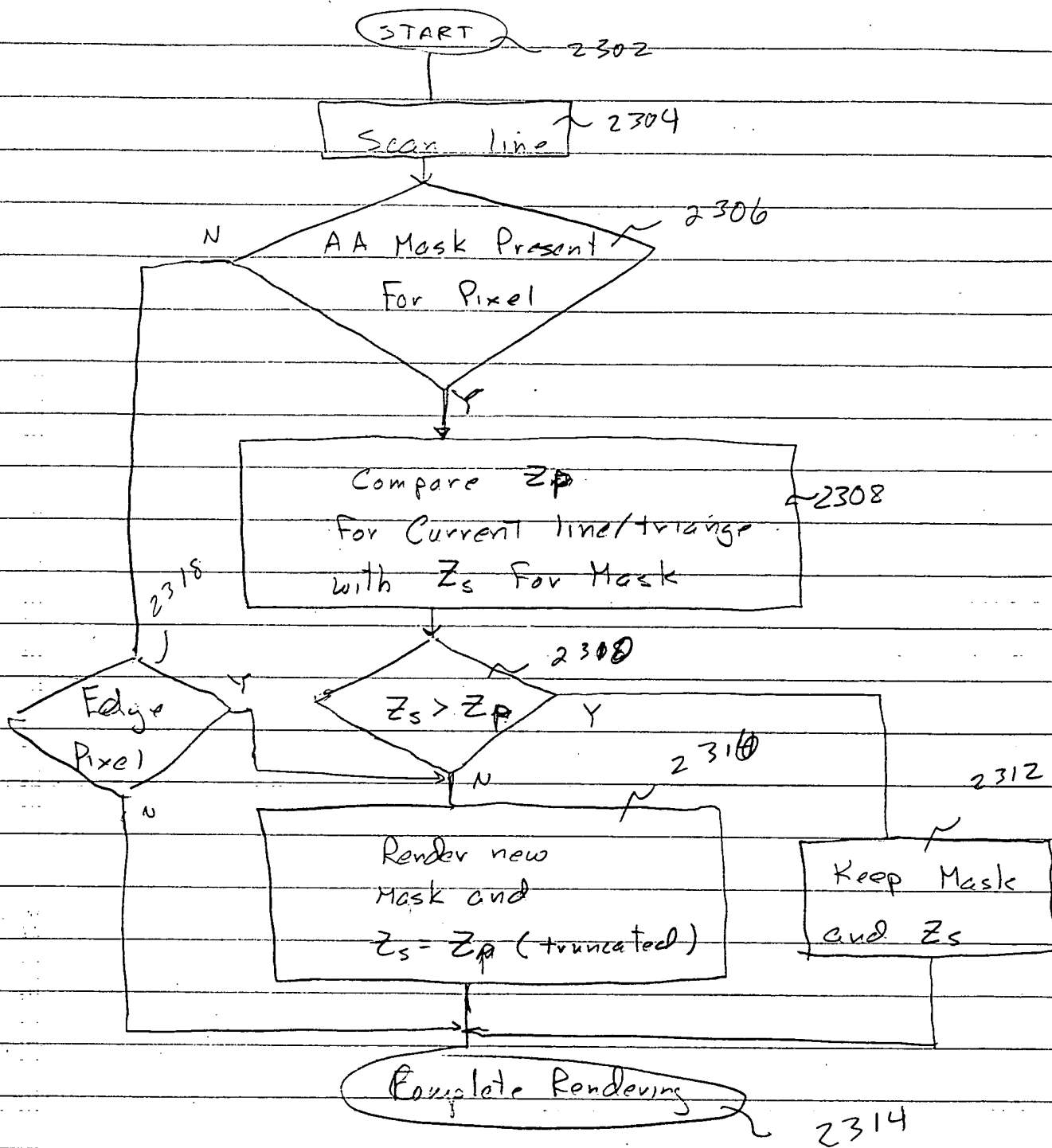


FIG 23

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1A Mask Buffer

Mask (16bit) | Zs (16bits)

FIG 24

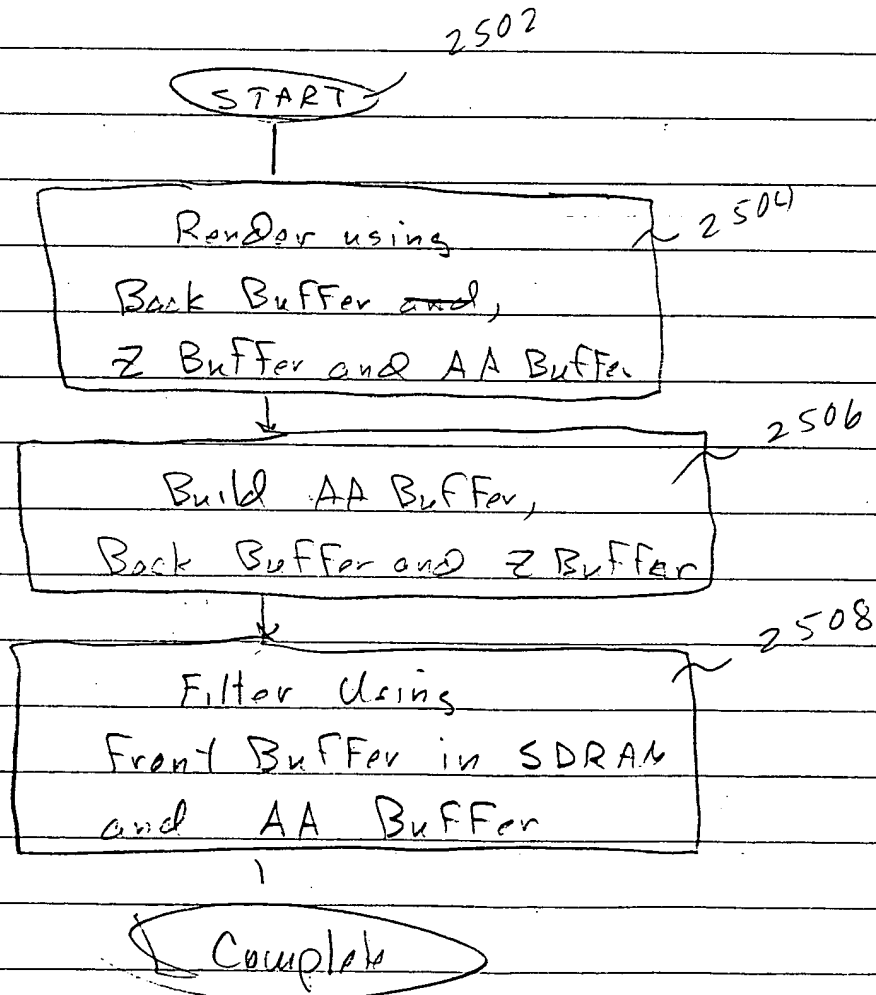
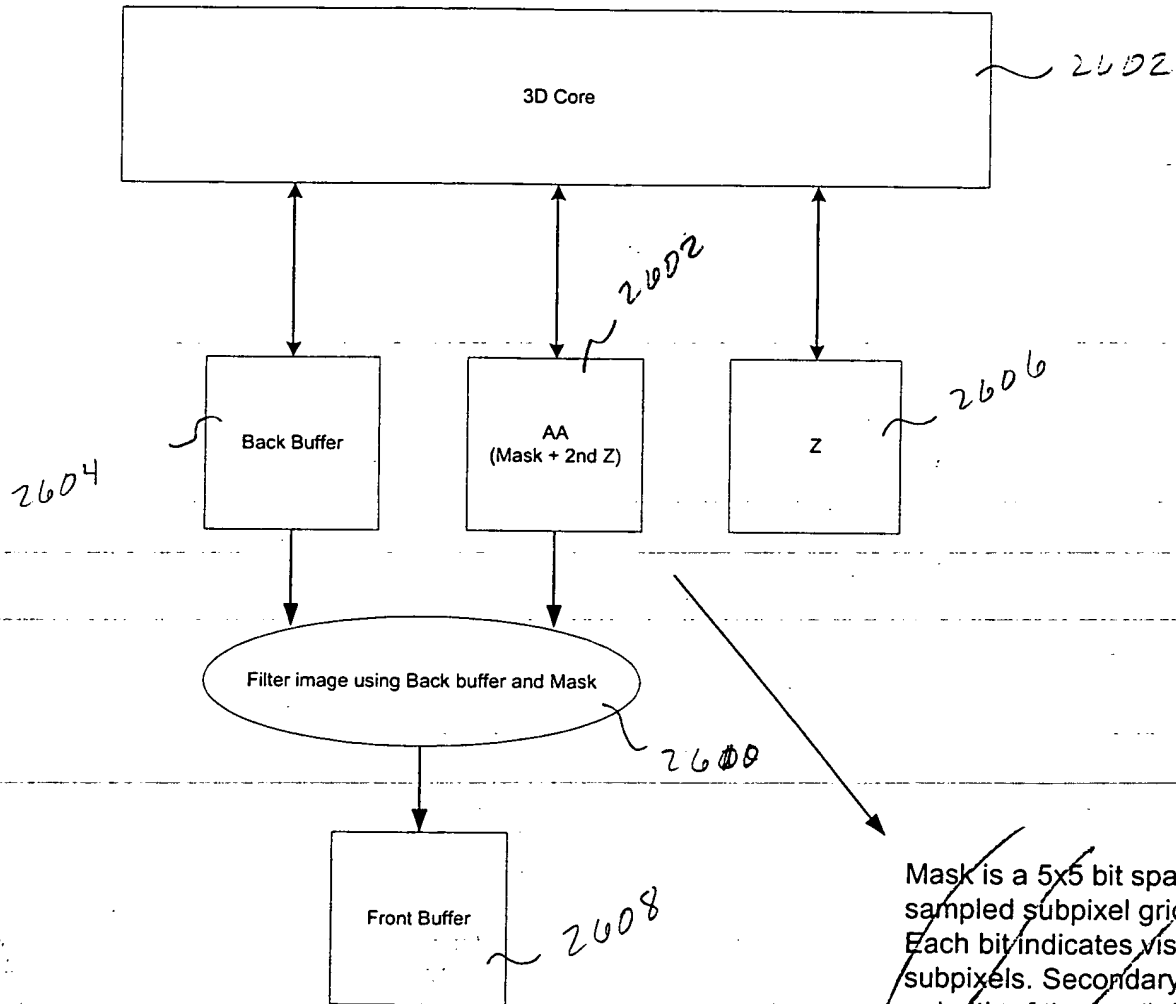
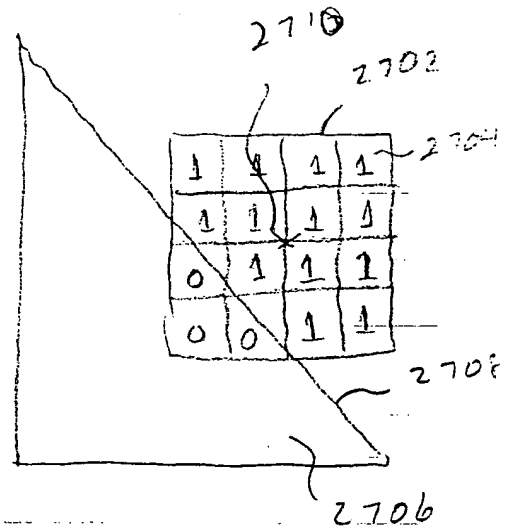
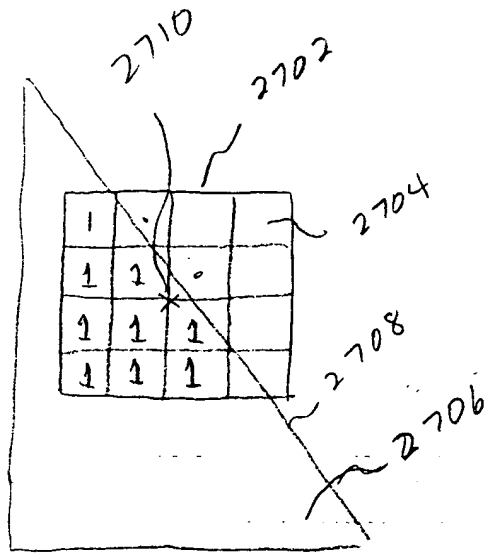


FIG 25

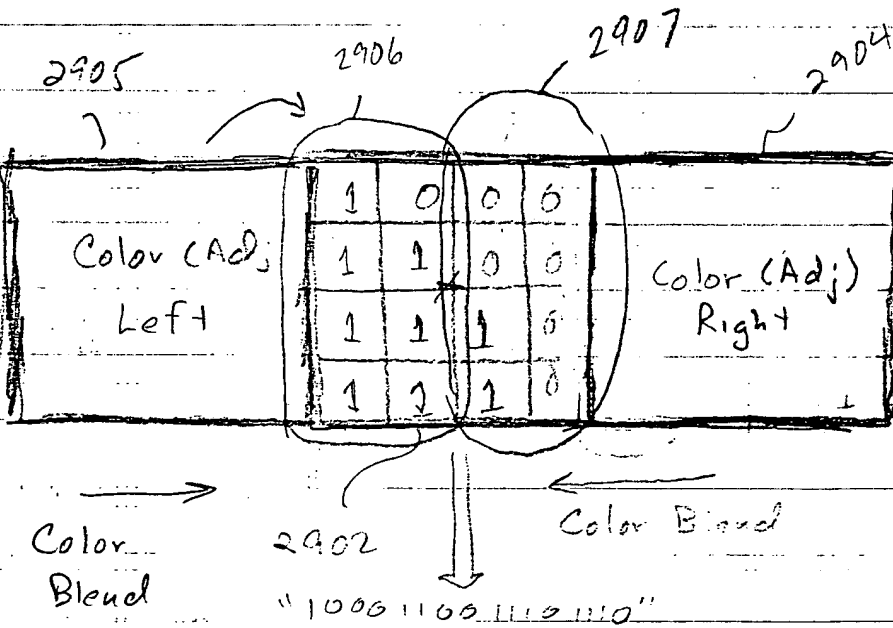


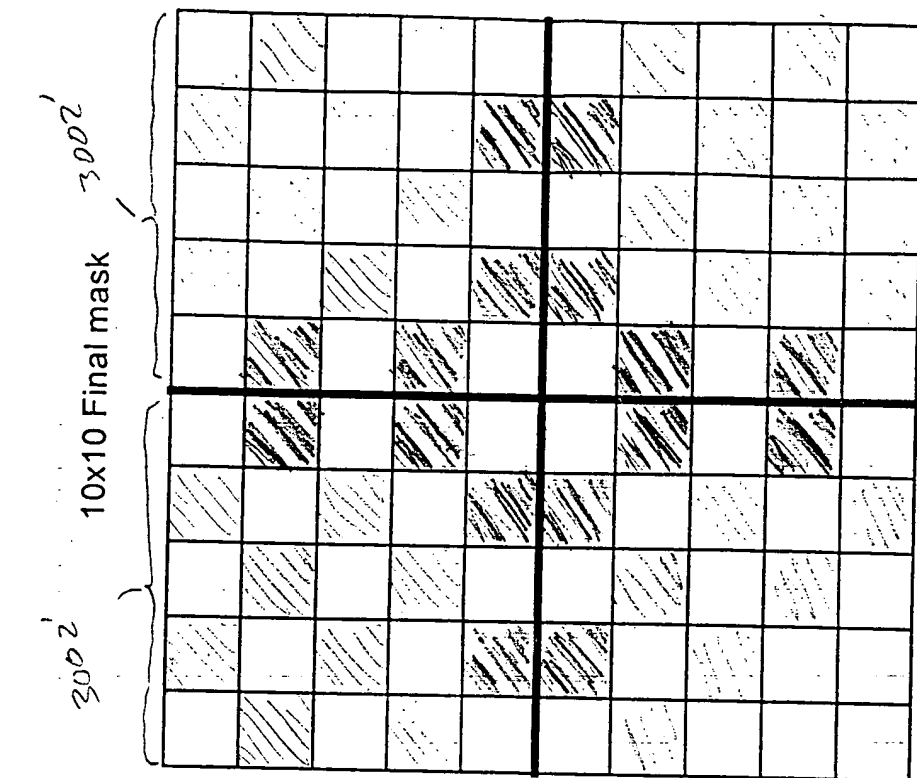
Mask is a 5x5 bit sparse sampled subpixel grid. Each bit indicates visible subpixels. Secondary Z is a depth of the mask for pixels that are partially covered by triangle, but are not considered inside the triangle (middle point is outside).

FIG 26

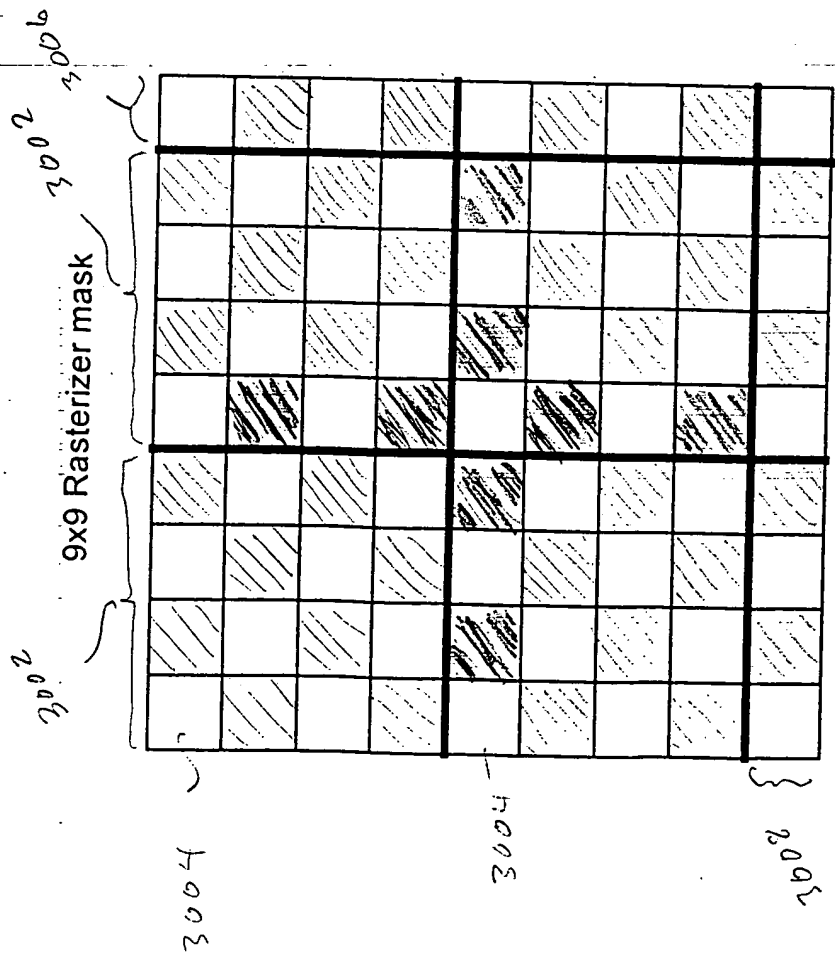


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13167

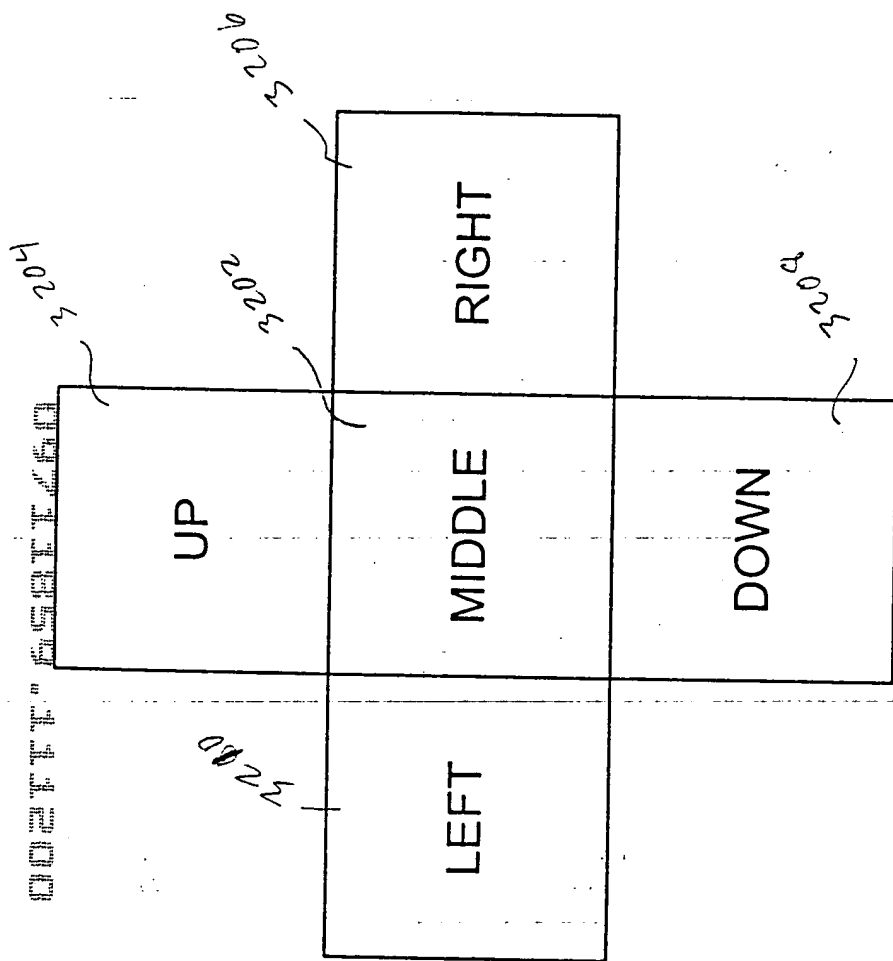


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Bits with this color are duplicated from 9x9 mask to 10x10 mask



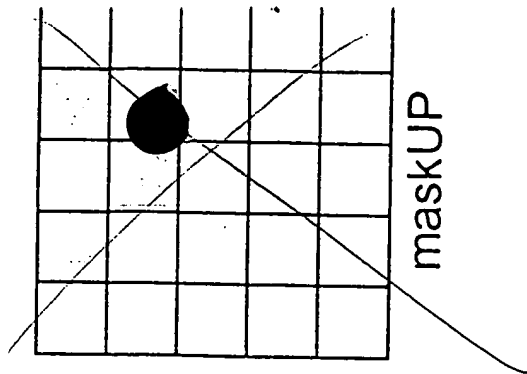
Figure 1



5 TAP Filter kernel

Figure 2

FIG 32



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IT

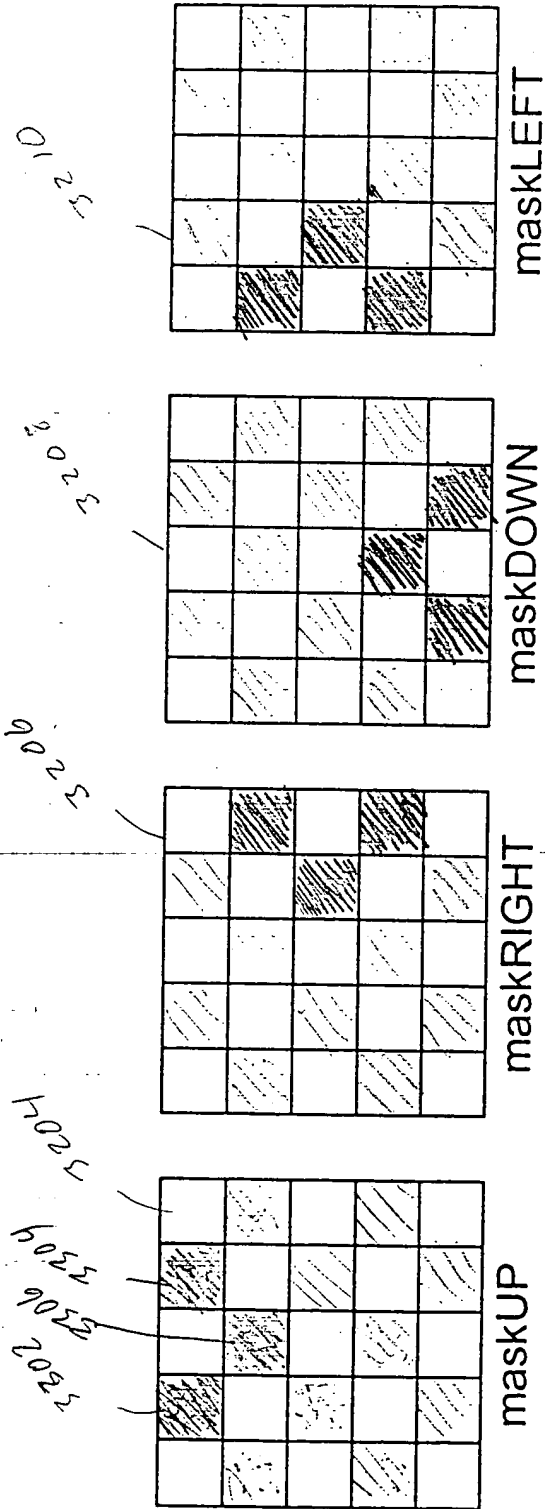


FIG 339
FIG 33b
FIG 33a
FIG 33d